



YOU CANNOT RUN 'TURBO 64' WITHOUT THIS SHEET DO NOT LOSE IT

HOW TO START 'TURBO 64'

Your 'TURBO 64' cassette is protected from piracy by a special encryption mechanism. In order to run the program it is necessary to give the computer certain information that only you can know. Follow these instructions carefully.

1. Make sure that your 'TURBO 64' cassette is fully rewound.
2. Type SHIFT RUN ST JP.
3. When the program has loaded, the computer will ask you to indicate the colours in certain squares on the reverse side of this sheet. The squares are located using a simple grid reference system (see figure 1).

To find a particular square say 5-7, find the column 5 (marked along the top of the sheet) and the row 7 (marked down the side of the sheet). The square indicated is where column 5 and row 7 meet.

When the computer requests you to find the colour in a particular square, the screen will cycle through the colours RED, GREEN, BLUE and back to RED again. When the colour on the screen matches the colour in the square, hit the fire button (or J on the keyboard). When 4 colours have been entered correctly the protection check is complete and you are into the game.

Figure 1 - Section of grid

